ROBOCOP 2

COMMODORE C64, 64C, AND C64 GS

ROBOCOP 2 - HE'S BACK!
SCENARIO
Things in Old Detroit have gone from bad to worse; The police force are still on strike, major crime is on the increase and the city itself is being forced into liquidation by the mega-corporation, OCP. Robocop stands alone to combat all of these ills, the root of which, it seems, is the new chemical, 'Nuke' manufactured by Old Detroit's Crime Baron, Cain. Robocop must locate the Nuke factory, destroying all of that substance he finds and put an end to Cain's evil plans. The task is not easy, particularly as it will lead to a final confrontation with the new Robocop prototype - Robocop 2!

LOADING
IMPORTANT : ENSURE THE MACHINE IS SWITCHED OFF. *NEVER* ATTEMPT TO INSERT OR REMOVE THE GAME CARTRIDGE WITH THE POWER ON.
Insert the cartridge with the label facing towards you, into the cartridge port. On the C64 and 64C the cartridge port is the furthest right socket at the back of the machine.
Switch the power on - the game will load automatically.

CONTROLS
Joystick left	-	Robocop walks to the left / move cursor to left.
Joystick right	-	Robocop walks right / move cursor to right.
Joystick up	-	Move cursor up (Not used to move Robocop on console joystick)
Joystick down	-	Robocop crouches down / move cursor down
Fire	-	Fire weapon / punch / control jet-propulsion on platform
Base Button on console joystick	-	Jump
UP on standard joystick	-	Jump

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KEYS

RETURN	-	FIRE
SPACE	-	JUMP
Z	-	LEFT
X	-	RIGHT
;	-	UP
/	-	DOWN

HOW TO PLAY

MENU

When the title screen appears, you will be presented with a menu. To access a menu option, move the arrow/cursor up and down through the options using the joystick. To select or change an option, press the FIRE button.

1. **START** - Selecting this option will begin the game - at the start of level 1.
2. **CONTINUE** - Selecting this option will re-start the game from the beginning of the level you had previously played. When you play Robocop 2 and you are successful in progressing to higher levels, when you lose all of your lives, you are given the option to re-start from the beginning of the level you have just played; however, your score, energy and weapons will be reset to nominal.
3. **HI-SCORE** - This will display the current table of High Scores. Pressing FIRE on this screen will return you to the menu.
4. **ONE PLAYER** - Selecting this will toggle between one and two player modes. Two-Player mode is played on a consecutive basis.
5. **SOUND ON/OFF** - Selecting this will toggle between turning the in-game music off and on.
6. **SELECT NORMAL OR CONSOLE JOYSTICK.**

SCREEN DISPLAY

The information line at the top of the screen gives you your current status. These are (from left to right): I) Current Score 2) Amount of Nuke destroyed in current level. 3) Number of villains arrested in current level - this also provides a picture of the head of the 'arrestable villains' in this level. 4) Current energy. If this drops to zero, you will lose a life. 5) Number of Lives left. 6) Time left to complete this level.

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OVERALL OBJECTIVES

There are 13 progressive levels you must complete before you try to defeat Robocop 2 over a further three levels. Control of Robocop is simple - walk, jump, duck and shoot (however, if Robocop is very close to a villain, he will punch him when you press FIRE . Due to the massive weight of Robocop, he cannot stop immediately. You therefore have to master the problem of inertia when he walks and jumps, particularly over certain surfaces that may be slippery or wet.

The exterior scenes are not TOO hazardous, although you must take care to avoid rolling barrels that may crush him. The interiors are littered with many traps and hazards which you must learn to master as you progress (SEE HAZARDS).

Along the way, as well as the Nuke, you will discover other items lying about which may prove useful if collected. Energy, Weapons and indestructibility capsules should be taken whenever you have the opportunity (SEE WEAPONS).

MANY LEVELS HAVE A SECRET BONUS SCREEN ENTRANCE HIDDEN WITHIN. Before each level, you will be presented with a screen detailing your position. This introduction screen will inform you whether (but not exactly WHERE) there is a bonus game on this level. Some of these bonuses take the form of mini-levels, in which you can destroy more Nuke, and some are puzzle/logic games (see BONUS LEVELS).

To achieve each level successfully and thus progress to the next, Robocop must destroy the Nuke canisters scattered throughout the levels and arrest certain villains.

NUKE: There are a varying number of Nuke canisters placed in each level. These are destroyed just on contact with Robocop. You must destroy at least 60% of the Nuke in each level in order to fulfil the quota.

ARRESTS: The physical description of these suspects are shown at the top of the screen. **Arrestable villains should not be shot!** As with the Nuke, physical contact with Robocop is enough to arrest them. You must arrest at least 60% of the 'arrestables' in each level. Although the quantities and positions of the Nuke and Arrestables is fixed for each level, you will not know the full quota for each until you reach the end of that level.

You will then be told how much (in percentage terms) you have achieved. If you do not fulfil your 60% quota of BOTH Nuke and Arrestables, and you have made it to the end of the level, you will be given a second opportunity to succeed. This takes the form of a firing range, in which you must shoot a set number of targets in a set time (see SHOOTING RANGE). In an entire game, you only have two shooting range chances. Once you have used up both of your shooting ranges, you will automatically be put back to the start of the level if you have not collected your 60% quotas. THE CONTINUE OPTION WILL NOT RESET YOUR SHOOTING RANGES - only by starting again from level one will they be re-initialized.

Ultimately, you will confront Robocop 2 in the final 3 sections in the Civic Centrum. You must destroy him in order to complete the entire mission. Good Luck.

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WEAPONS

Scattered throughout the levels are various objects that are useful to discover. Upon discovery, they are obtained by touching them. These are:

1. **NUKE (A)** - Must be destroyed in order to complete the level.
2. **BATTERY (B)** - Boosts your energy level.
3. **WEAPON (C)** - Different weapons are located in different levels. They give you a LIMITED number of shots. These are:

   T-Shot   -   Shoots a bullet up, down and forward.
   3-Way   -   Shoots a scattered pattern of three bullets.
   Super   -   Destroys everything in its path.
   Armour-Piercing -   Destroys robots with one shot.

4. **INDESTRUCTIBLE (D)** - Renders you invulnerable for a short period (Robocop will flicker on and off for this time). However, a fall can still destroy you.
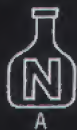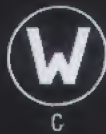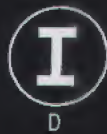

A   B   C   D

HAZARDS

Along the way, Robocop will discover a multitude of fatal hazards. Detailed below are some examples, but only by exploring each level will you be able to master them all.

1. **CRUSHER (E)** - Triggers when Robocop walks onto the marked floor below it. You can avoid this by jumping over that section of floor, or by actually jumping straight up as the crusher comes down. Rumour has it that Cain has also installed some 'upward-crushers' in later levels.
2. **MAGNETS (F)** - Triggers when Robocop walks onto the marked floor below it. Again, can be avoided by jumping over the relevant floor section. These magnets will pick you up and drop you in another (usually fatal) position. Some will actually be useful, however, so use your judgement wisely!
3. **MAGNETIC FLOOR (G)** - When Robocop is standing on one of these sections, he cannot jump or shoot.
4. **JET-PLATFORMS (H)** - When Robocop is on one of these, the jet-thrust is controlled by the FIRE button. Mastery of Jet-Platforms is essential for collection of Nuke.

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5. **REVERSE (I)** - When Robocop is standing on these, his left and right movement controls are reversed. Therefore press the control pad right to walk left, and vice versa. Note - jump and crouch controls are not affected.
6. **GRABBER (J)** - When Robocop jumps into a grabber, it will move across the screen, taking Robocop with it. Press JUMP again to be released.
7. **COILS (K)** - These act as powerful springs if Robocop touches them. Again, if used properly can be extremely useful.
8. **LASERS (L)** - Fire lethal bolts of energy at Robocop. They always fire in a set pattern and must be avoided by jumping or ducking.

E   F   G   H   I   J   K   L

BONUS LEVELS

There are many bonus levels which are accessed through a hidden entry. These may take the form of other levels, similar to those being played, or two types of 'puzzle' games:

1. **MURPHY'S MEMORY (M)** - This puzzle will help you regain Alex (Robocop) Murphy's human memory by reconstructing the image of his face. At the start, you will see the face complete, and then jumbled up. It is up to you, in a limited time, to reconfigure the layout of the tiles. This is done by moving the pointer to a tile which is next to the blank area. Pressing FIRE will move the indicated tile into the space. Completion of this puzzle will reward you with one million bonus points and two extra lives.
2. **SAFECRACKER (N)** - The City is in deep financial trouble, but maybe Robocop can assist by procuring the fortunes Cain has stashed away in his safe. Using Robocop's built-in computer you must, in the time allocated ascertain which three numbers make up the safe combination (the order of the numbers is not important). As you select any three (using the control as in Murphy's Memory, above), the display will indicate how many of these you have chosen correctly. You must, by process of elimination select the exact trio before the time runs out.

SHOOTING RANGE (O)

If you succeed in getting to the end of a level, but you do not acquire the sufficient quota (60%) of Nuke or Arrestables, you will be given a further opportunity to succeed by assessing your accuracy in the Shooting Range. Remember, however, that you are only given two Shooting Ranges over the entire game. When the shooting range begins, you must move your sight onscreen and shoot the required number of targets in the given time. You have a limited period and number of bullets with which to do this. However, occasionally a clock or magazine

will drop down the screen and if these are shot, you will be awarded extra time or bullets. If by mistake you shoot a civilian target (the woman), ten extra targets will be ADDED to your quota.

The display at the bottom of the screen, from left-to-right shows the following:

1. Number of targets left to shoot.
2. Number of magazines left.
3. Amount of bullets in current magazine.
4. Time left.

If you complete the Shooting Range, you will be placed at the start of the next level. If you fail, you will have to re-play the previous level.
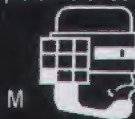
ASSIGNMENTS

1. **The River Rouge Complex - Exterior**. The start of Robocop's mission which will ultimately lead him to Cain's hideout. Be sure to destroy that Nuke and arrest those villains!
2. **River Rouge - Interior (1)**. Many traps and hazards await you. Watch those crushers!
3. **River Rouge - Interior (2)**. More traps and the Jet Platform!
4. **The Sludge Plant - Exterior**. Getting closer to Cain, now. Avoid the falling barrels!
5. **Sludge Plant - Interior**. Avoid the pink and red droplets and beware of the electric whirlpools in the chemical vats!
6. **Nuke HQ - Exterior**. Penetration into Cains laboratory is not easy!
7. **Nuke HQ - Interior**. More villains and traps than you can imagine! Cain is close by.
8. **Cain.** Avoid the energy bolts he is firing. You cannot hit him until he has dropped his gun.

Cain is defeated and is taken by OCP to be transformed into Robocop 2 - a killing machine with awesome power. Robocop realizes his adversary is somewhere around the Civic Centrum Building and makes his way up to the Roof for the Final Confrontation. However, OCP has secured the building with innumerable security robots and sentries, as well as many devious traps.

9. **Civic Centrum - Floor 1**. Details of the Civic Centrum building are sketchy - you're on your own!
10. **Civic Centrum - Floor 2**.

11. Civic Centrum - Floor 3.

12. Civic Centrum - Floor 4.

13. Civic Centrum - Roof. The last level before Robocop 2. We only know that human sentries and parachute bombs are just two of the many problems you are now going to encounter.

14. ROBOCOP 2 (1). Dodge his massive arsenal of weapons and shoot him as many times as you can! At the bottom of the screen is displayed the amount of energy remaining of both Robocop and Robocop 2. Do not come into direct contact with him! If you complete this section, a large proportion of your energy will be restored - but Robocop 2 will recuperate 100% in time for:

15. ROBOCOP 2 (2). As above , but some new weapons will be directed against you. Also, Robocop 2 has shielded his upper torso, so shots are only effective below his waist!
Caution - if you shoot him above that area, your own bullets will be deflected back at you!

16. THE FINAL CHALLENGE. Robocop 2 uses all of his weapons on you. This time, his lower limbs are shielded, so you must shoot at the chest and head. Good luck!

PLAYING TIPS

1. Everything can be learned -nothing is random. Learn where the bad guys and Arrestables come on, where the Nuke is, etc.
2. Everyone and everything shoots in a set pattern (including Robocop 2). Learn these patterns so you can choose your moves.
3. Explore unlikely places as there are bonus screens on most levels.
4. Sometimes you have a choice of two routes - learn which one yields the most Nuke.
5. A gushing fire hydrant and the slimy sewers usually indicate extremely slippery surfaces - Caution!

ROBOCOP 2

CREDITS

ROBOCOP 2 ™ & © 1990 Orion Pictures Corporation.
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Coding by Mark Rogers & Chris Kerry
Graphics by Steven Kerry & Jonathan Beard
Music by Jonathan Dunn
Produced by Jon Woods
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